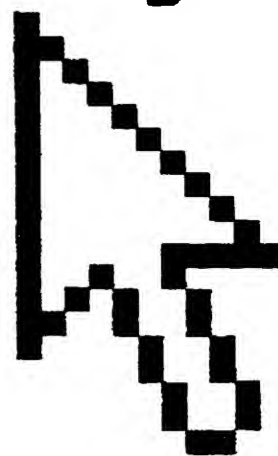




Microsoft

Microsoft
**Computer
Dictionary**
Fifth Edition



PUBLISHED BY
Microsoft Press
A Division of Microsoft Corporation
One Microsoft Way
Redmond, Washington 98052-6399

Copyright © 2002 by Microsoft Corporation

All rights reserved. No part of the contents of this book may be reproduced or transmitted in any form or by any means without the written permission of the publisher.

Library of Congress Cataloging-in-Publication Data
Microsoft Computer Dictionary.--5th ed.

p. cm.

ISBN 0-7356-1495-4

1. Computers--Dictionaries. 2. Microcomputers--Dictionaries.

AQ76.5 .M52267 2002
004'.03--dc21

200219714

Printed and bound in the United States of America.

2 3 4 5 6 7 8 9 QWT 7 6 5 4 3 2

Distributed in Canada by H.B. Fenn and Company Ltd.

A CIP catalogue record for this book is available from the British Library.

Microsoft Press books are available through booksellers and distributors worldwide. For further information about international editions, contact your local Microsoft Corporation office or contact Microsoft Press International directly at fax (425) 936-7329. Visit our Web site at www.microsoft.com/mspress. Send comments to mspinput@microsoft.com.

Active Desktop, Active Directory, ActiveMovie, ActiveStore, ActiveSync, ActiveX, Authenticode, BackOffice, BizTalk, ClearType, DirectX, DirectAnimation, DirectDraw, DirectInput, DirectMusic, DirectPlay, DirectShow, DirectSound, DirectX, Entourage, FoxPro, FrontPage, Hotmail, IntelliEye, IntelliMouse, IntelliSense, JScript, MapPoint, Microsoft, Microsoft Press, Mobile Explorer, MS-DOS, MSN, Music Central, NetMeeting, Outlook, PhotoDraw, PowerPoint, SharePoint, UltimateTV, Visio, Visual Basic, Visual C++, Visual FoxPro, Visual InterDev, Visual J++, Visual SourceSafe, Visual Studio, Win32, Win12s, Windows, Windows Media, Windows NT, Xbox are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Other product and company names mentioned herein may be the trademarks of their respective owners.

The example companies, organizations, products, domain names, e-mail addresses, logos, people, places, and events depicted herein are fictitious. No association with any real company, organization, product, domain name, e-mail address, logo, person, place, or event is intended or should be inferred.

Acquisitions Editor: Alex Blanton
Project Editor: Sandra Haynes

Body Part No. X08-41929

3-D-rendered sphere
with bump mapping

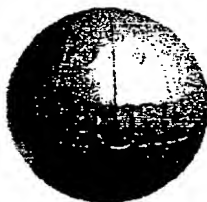


Figure 1. Sphere showing bump

are sold for sale as a lot. Fre-
quently, these are and some widely used
in a computer system for sale.

The programs sold with a computer
system are the software package.
These are used to run larger programs to increase
the system's responsiveness.

These are electronically into a program-
mable ROM chip by using a special
programmer known as a PROM pro-
grammer or PROM blaster. Also called:
1. To create read-only mem-
ory (ROM) chips. 3. To write data electroni-
cally onto a PC Card Type III.

These are ROM, flash memory media
that are repeatedly with new informa-
tion.

These are a new system or device running
on weak elements or components
that can be found and corrected before the
system is a integral part of the user's work routine.
These are performed at the factory before a

These are 1. To make a permanent change in the
display on the inside of a monitor screen by leav-
ing it on and keeping a bright, unchanging image
on the screen for extended periods. Such an image will
remain on the monitor is turned off. Burning in
is a common problem for PC monitors; it is no longer a con-
cern for PC monitors. Also called: ghosting.

These are a block of data all at one time with-
out using microprocessors and certain buses
that support various types of burst transfers.
See definition 1).

burst² vb. To break fanfold continuous-feed paper apart at
its perforations, resulting in a stack of separate sheets.

burster n. A device used to burst, or break apart at the
perforations, fanfold continuous-feed paper.

burst extended-data-out RAM n. See BEDO DRAM.

burst mode n. A method of data transfer in which infor-
mation is collected and sent as a unit in one high-speed
transmission. In burst mode, an input/output device takes
control of a multiplexer channel for the time required to
send its data. In effect, the multiplexer, which normally
merges input from several sources into a single high-speed
data stream, becomes a channel dedicated to the needs of
one device until the entire transmission has been sent.
Burst mode is used both in communications and between
devices in a computer system. See also burst¹.

burst rate n. See burst speed (definition 1).

burst speed n. 1. The fastest speed at which a device can
operate without interruption. For example, various com-
munications devices (as on networks) can send data in
bursts, and the speed of such equipment is sometimes
measured as the burst speed (the speed of data transfer
while the burst is being executed). Also called: burst rate.
2. The number of characters per second that a printer can
print on one line without a carriage return or linefeed.
Burst speed measures the actual speed of printing, without
consideration of the time taken to advance paper or to
move the print head back to the left margin. Almost
always, the speed claimed by the manufacturer is the burst
speed. By contrast, *throughput* is the number of characters
per second when one or more entire pages of text are
being printed and is a more practical measurement of
printer speed in real-life situations.

bursty adj. Transmitting data in spurts, or bursts, rather
than in a continuous stream.

bus n. A set of hardware lines (conductors) used for data
transfer among the components of a computer system. A
bus is essentially a shared highway that connects different
parts of the system—including the processor, disk-drive
controller, memory, and input/output ports—and enables
them to transfer information. The bus consists of special-
ized groups of lines that carry different types of infor-
mation. One group of lines carries data; another carries
memory addresses (locations) where data items are to be
found; yet another carries control signals. Buses are char-
acterized by the number of bits they can transfer at a single

bus enumerator

B

time, equivalent to the number of wires within the bus. A computer with a 32-bit address bus and a 16-bit data bus, for example, can transfer 16 bits of data at a time from any of 2^{32} memory locations. Most PCs contain one or more expansion slots into which additional boards can be plugged to connect them to the bus.

bus enumerator *n.* A device driver that identifies devices located on a specific bus and assigns a unique identification code to each device. The bus enumerator is responsible for loading information about the devices onto the hardware tree. *See also* bus, device driver, hardware tree.

bus extender *n.* 1. A device that expands the capacity of a bus. For example, IBM PC/AT computers used a bus extender to add onto the earlier PC bus and allow the use of 16-bit expansion boards in addition to 8-bit boards. *See also* bus. 2. A special board used by engineers to raise an add-on board above the computer's cabinet, making it easier to work on the circuit board.

business graphics *n.* *See* presentation graphics.

business information system *n.* A combination of computers, printers, communications equipment, and other devices designed to handle data. A completely automated business information system receives, processes, and stores data; transfers information as needed; and produces reports or printouts on demand. *Acronym:* BIS. *See also* management information system.

business logic *n.* A set of rules and calculations built into a business information application. The application uses business logic to sort incoming information and respond accordingly. Business logic functions as a set of guidelines that ensure the application's actions conform to the specific needs of a business.

business software *n.* Any computer application designed primarily for use in business, as opposed to scientific use or entertainment. In addition to the well-known areas of word processing, spreadsheets, databases, and communications, business software for microcomputers also encompasses such applications as accounting, payroll, financial planning, project management, decision and support systems, personnel record maintenance, and office management.

bus network

Business Software Alliance *n.* International organization of computer software companies that promotes the interests of the software industry. This alliance focuses on educating the public on the importance of software, advancing free and open world trade, and supporting legislation opposing software piracy and Internet theft. The Business Software Alliance has offices in the United States, Europe, and Asia, with members in more than 70 nations around the world. *Acronym:* BSA.

business-to-business *n.* *See* B2B.

business-to-consumer *n.* *See* B2C.

bus mastering *n.* In modern bus architectures, the ability of a device controller card—a network adapter or a disk controller, for example—to bypass the CPU and work directly with other devices to transfer data into and out of memory. Enabling devices to take temporary control of the system bus for data transfer and bus mastering frees the CPU for other work. This in turn improves performance in tasks, such as video replay and multiple-user queries to large databases, that require simultaneous data access and intensive processing. The technology known as direct memory access (DMA) is a well-known example of bus mastering. *See also* bus, controller, direct memory access. *Compare* PIO.

bus mouse *n.* A mouse that attaches to the computer's bus through a special card or port rather than through a serial port. *See also* mouse. *Compare* serial mouse.

bus network *n.* A topology (configuration) for a LAN (local area network) in which all nodes are connected to a main communications line (bus). On a bus network, each node monitors activity on the line. Messages are detected by all nodes but are accepted only by the node(s) to which they are addressed. A malfunctioning node ceases to communicate but does not disrupt operation (as it might on a ring network, in which messages are passed from one node to the next). To avoid collisions that occur when two or more nodes try to use the line at the same time, bus networks commonly rely on collision detection or token passing to regulate traffic. *See the illustration. Also called:* bus topology, linear bus. *See also* collision detection, contention, CSMA/CD, token bus network, token passing. *Compare* ring network, star network.